```
Order
# parent
# type
# subtype
# done
# group
# targetlocation
# suborders
# messagequeue
# actionstring
+ ChooseTarget()
+ PursueTarget()
+ ClearMessages()
+ Order()
+ Order()
+ Destroy()
+ Execute()
+ queryType()
+ queryAny()
+ eraseType()
and 24 more...
# ~Order()
# Destructor()
```

## Orders::MatchLinearVelocity

# desired\_velocity
# LocalVelocity
# willfinish
# afterburn

- + MatchLinearVelocity()
  + Execute()
- + SetDesiredVelocity()
- + SetAfterburn()
- + ~MatchLinearVelocity() + getOrderDescription()